

example, a user may provide information to a domain name (such as store1.com) to purchase a compact disk (CD). If the user then wanted to access a different domain name (such as store2.com) to purchase another compact disk, the store1.com state object could not be utilized. Instead, the user would have to provide much of the same information to store2.com that was provided to store1.com so that a new state object could be created to allow the user to perform a similar function (e.g., buy a CD) from store2.com. Thus, transactions may only be handled between specific clients and specific servers. This leads to inefficiencies for the user and within the network because time will be spent creating multiple state objects that perform similar functionality and space will be utilized storing these multiple state objects. --

Replace the paragraph on page 5, lines 8 - 14 in its entirety to read:

a2 --When utilizing the internet, a user (e.g., the client computer 18) typically makes a request to a server (e.g., the computer 12) for information. The request is usually made by specifying a Uniform Resource Locator ("URL") which is an address for a web page that contains the information to be accessed. After the information has been accessed, a cookie that contains the attributes listed above is sent from the server 12 and stored on the client 18. The cookie can then be used only if the user is accessing the same server.--

In The Claims:

Please amend the following claims:

- a3
1. (Amended) A method of presenting custom information to an HTTP client from an HTTP server, the method comprising the steps of:
 - storing a plurality of state objects on the HTTP client prior to an initial interaction with the HTTP server;
 - initiating an interaction between the HTTP client and the HTTP server;
 - requesting information from the HTTP server;
 - sending at least one of the state objects to the HTTP server so that the information can be formatted responsive to the sent state object; and
 - receiving the formatted information to the HTTP client.